

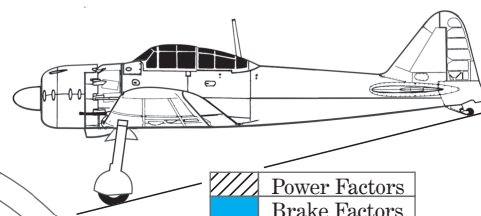
## A6M5/5b

Mitsubishi A6M5b "Zero". Day Carrier Fighter.  
P.V.: 16. Engine Type: R. Producer: Imperial Japan.  
Used from Oct. '43. About 6,500 A6M5s built.

Note: (x) Maneuver Requirement values apply to Bank/H-Roll/V. Dive/H-Loop only.  
Note: 1/2 (one half) Maneuver Requirement allows 4 Turns per Game-Turn. Special Note: Slip can only be

Stall Speed	followed by one Turn. No Slip in
Maneuver Sp.	Maneuver Sp.. Non-H-Loop or
Level Speed	non-H-Roll inverted Movement
Dive Speed	Points are not allowed. No outside
	loop allowed.

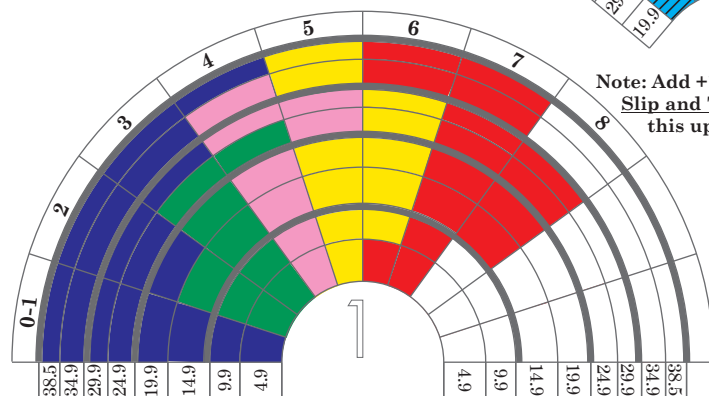
## Speed Change



Power Factors
Brake Factors

\*H-Loop: +.4 to Maneuver/PINK! Sp. black Max. Dive value. Level Sp.: +1.0. Both +.2 per 5.0. (No Dive Sp. values.)\*  
\*Diving H-Loop not allowed from a Current Sp. above Max. Level Sp..

Half Loop*	-3
L,R/LB V. Dive	1hx
Slip/T. (Slip +1/Turn -1*)	-S
Bank/H-Roll	+0
*Slip +1: Applies to Level and Dive Sp. Slip banked to RIGHT only.	Inverted



## Speed Increments

Special Note: Right Bank (RB) Max. Climb is -50% (rule #9) MINUS .1 to normal result.

Special Vertical Dive Restrictions:  
No V. Dive allowed above Current Sp. of 6.  
No Second Consecutive Game-Turn V. Dive allowed.

Note: **YELLOW** values: Special Max. Climb. Special Max. Climb (usable only from **YELLOW** Level Speed): Must always be treated as red-numbered (non-continuous) values, but with the option of using black-numbered values with black climb loss. If by using black climb loss Resulting Sp. is still above Maneuver Sp., then **YELLOW** Special Max. Climb may be used for a second consecutive Game-Turn, but this time only with black-numbered values.

Note: If one 2C(4) wing gun is destroyed, firing the other beyond a range of 1 hex makes the Total Gun Factor value equal to the number of available guns. (3 guns = 3 Gun Factors.)

## Silhouette Modifier

Silhouette	+2
------------	----

Note: Add +1 power with Slip and Turn only, this up to 24.9.

## Altitude Change

Note: Bank/H-Roll to left above **GREEN** Maneuver Sp.: -1 always, but only below Dive Sp..

## Maneuverability Requirements

Dive Acceler.	
Climb Deceler.	
Max. Dive	
Dive Sp. Climb	
Max. Climb	
Special Max. Climb	

## Target Characteristics

W	5	Cn	5	Mg	7
F	4	L	2	G	6
C	2	C	-		
E	3	E	-	E	-
G	2C	1M	2G	2C	
	(4)	(4)	(5)	(4)	
	FF	FF	FF	FF	

## Variants

Note: Type 99-II Model 4 rate of fire assumed (>500 rpm). Ammo is increased for slow firing rate.

		A6M5		W: 4.	
G	2C	1M	1M	2C	1M
g rate.	(4)	(4)	(4)	(4)	(4)
	FF	FF	FF	FF	FF

Early drum. Cn: 4.

Special Note: For all 2C or 2G gunfire: No Speed/Hit Table hit reduction for "W" hits during any maneuver or at any speed.